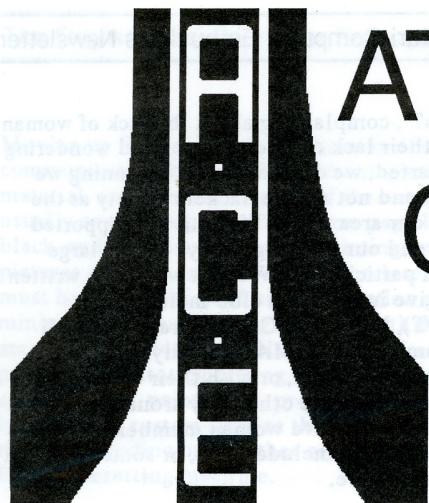




ATARI

COMPUTER

ENTHUSIASTS

The Original ACE Monthly Newsletter

JUNE/JULY 1987

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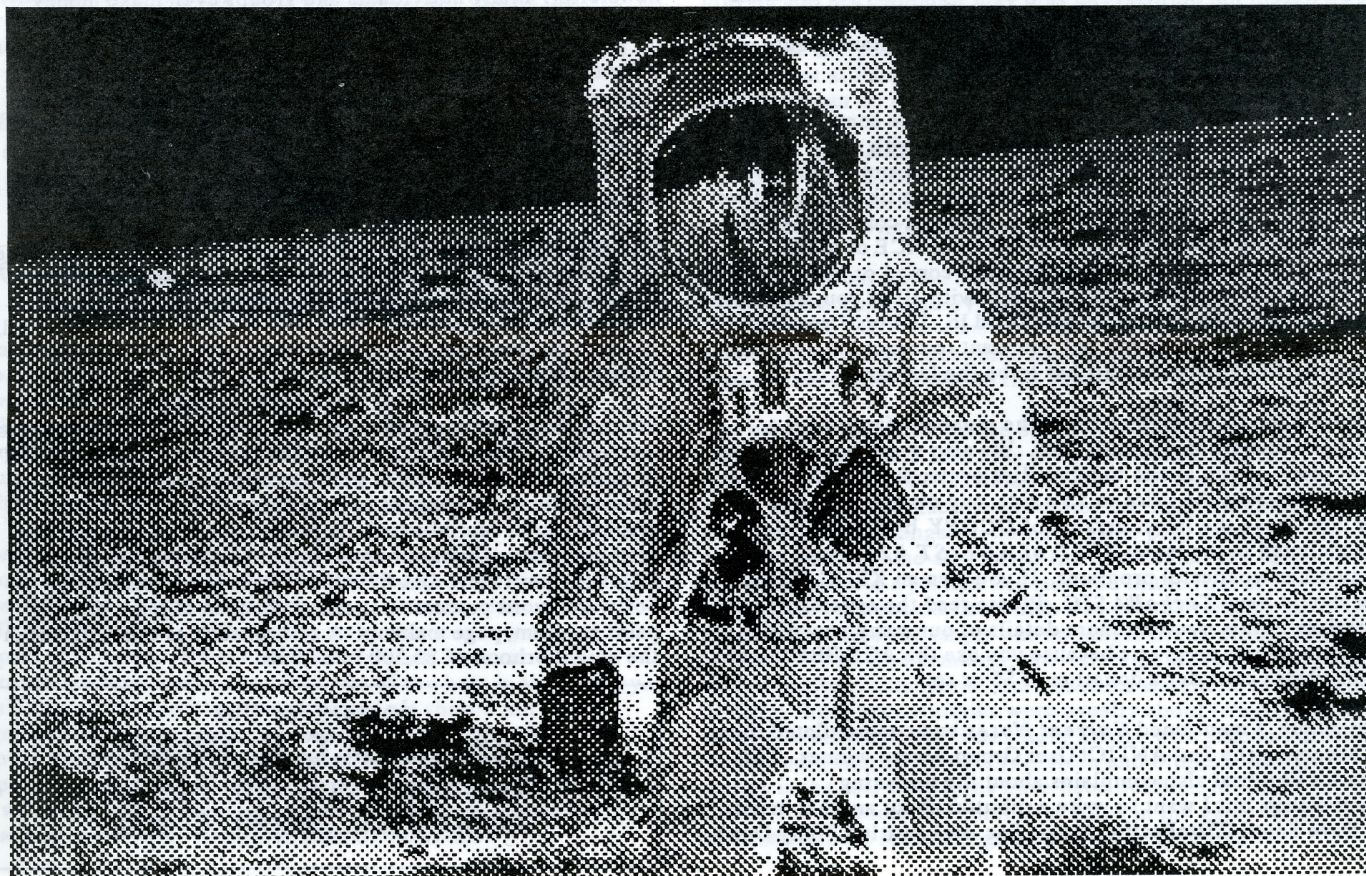
Mike Dunn, Jim Bumpas, Larry Gold -- Co-editors

Buddy Hammerton -- Production Director

In This Issue:

Desktop Publishing
Seattle Show
Shuffleboard
Mail Merge
more.....

ACE First In Space!



News and Reviews



When the *ACE Newsletter* was started in 1979, we were the first newsletter for the Atari computer and one of the only sources of information then available. Over the years, we helped many other

Atari user groups form, and our name, *Atari Computer Enthusiasts*, was adopted by many of them. Early owners were mostly hobbyists, interested in the many things they could do with their Atari's and how they worked. Now, there have been many changes, and the *ACE Newsletter*, as well as others, are being affected.

There are now user groups and newsletters from all over, so there is less need for ACE. There are books covering every aspect of the Atari computers, both 8 and 16 bit, so it is difficult to discover new information. Programs are easily available on the various BBS's, so less people buy club disks. New computer owners tend to be appliance users rather than hobbyists, so consider the idea of a club rather unnecessary. More and more members decide not to renew, usually because they have moved on to other computers or are no longer interested. Editorials appear in many Atari club newsletters, complaining of the lack of support, renewals, new members...

For the last few months, we have noted the above trends. Our renewal rate has gone down, new members down, and our exchanges with other clubs have gone up so much, that about 1/2 of the newsletters are sent out to other clubs. The club has, with the work of Ralph Walden, developed the *Oasis BBS System*, rapidly becoming the standard Atari BBS, but much money has gone into it, and since the library is now available for the price of a phone call, our disk sales has gone way down. At the same time, with our new Production Director, Buddy Hammerton, the *ACE Newsletter* has improved greatly, and we have plenty of articles and willing writers for the newsletter.

For the newsletter to continue, we need to make some changes, and hope all of you wonderful members bear with us for a while. The first thing is to cut down on our non-paid and exchange mailing list. Some of the other newsletters are like ours, and we will continue to exchange with them, but most consist of local news about the meetings, plus reprints from ACE or other newsletters, usually not even retyped but copied or pasted in. We would like to continue to exchange with all of you, but, after 7 years of doing so, can no longer afford to. If any of you feel that ACE meets your needs and you want to subscribe, that will be wonderful; otherwise, this has to be the last issue.

We may have to cut down a bit in the number of pages for a while, depending on the cash flow. We also want to make a plea for as many of you as can to buy a disk or two from the library. We are lowering the price to \$5 a side, any disk, 8 or 16 bit. If you don't have the latest version of *DCOPY* by Ralph Walden, it is included in the latest *BEST of ACE-ST #2* as well as many other wonderful programs. If you own an XE/XL Atari, you should have *TurboASIC*. Please read the articles by our librarians in this issue for more details of our many new disks. If you have all our programs because you use the ACE BBS to get them, please consider a donation of \$5 or so.

Last month, I mentioned *Current Notes* and congratulated them on becoming the 2nd ANTIC! User Group Award winner. This month's Editorial also complains about the declining membership, but I want to write a rebuttal about another article by Dave Small (DataPacific, Magic Sac, etc) entitled "Why Don't

Women Like Computers?", complaining about the lack of woman at user group meetings, their lack of interest, etc., and wondering why. When ACE was started, we decided at the beginning we want to be a family club, and not a male hackers society as the other computer clubs in our area were. We actively supported this idea over the years, and our meeting always have a large number of active woman participants. Women who have written in ACE or have been active in the local club include Ruth Ellsworth (LOGO, PILOT), Mary Ann Coon, Nora Young, Ali Erickson, Rita Pluss (from Australia MACE), Jody Ross, and many others -- and some come alone, or with their children, or bring their husbands rather than the other way around. I think that if your club does not have active woman members, you may not make them welcome or fully include them, or something, but this has never been an issue here.

--Mike Dunn, Co-Editor

The Revolution Has Begun



"DESKTOP PUBLISHING", a new term for a era of software and hardware to allow ordinary users the benefits of typesetting material. As you examine this new phenomenon in proper perspective, you will notice many patterns developing. In the course of this column I will take you step by step into the world of "Personal Desktop Publishing."

Desktop publishing, as it exists today is having a huge impact -- not on the publishing industry, per se -- but in the grass roots area of newsletter printing. Almost any group or individual, with little background, and a personal computer can publish a newsletter. Many individuals and groups even make money from newsletter publication.

Prior to the revolution, desktop publishing was just too expensive to make economic sense. Systems were big, hard to program and very expensive. Now we are at a point where the medium is affordable, easy to use, and rich with features. Here now we shall see how to construct a complete desktop system based around an *Atari 520/1040ST* personal computer.

The first thing to consider is the type of publication you will be producing, whether it is newsletters, flyers; technical or corporate documents; catalogs or magazines. A desktop publishing system must be built with the type of pages in mind, just as there are no typical publications so too there are no typical desktop publishing systems.

Starting from the lower end we have newsletters, fliers, posters, and leaflets. Generally these publications fall in the range of 1 to 16 pages. These types of publications require special considerations with regard to page formats, low-resolution graphics, color reproduction. A person or company needing a system meeting these minimum requirements will need the following hardware: 1) A 520/1040ST; 2) Laser printer; 3) Software: word processor, spelling checker, clip art, draw or paint program, page makeup. A system such as this will cost in the neighborhood of \$5,500 to \$7,000.

Join us for the
Annual A.C.E. Picnic
 Wednesday July 8th, 7:00 pm
 Jasper Park, Jasper, Oregon

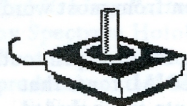
Moving up from this point is the area of corporate communication, technical documents, books, legal/financial material, and reports. Length of these types of publications are usually over 16 pages, and uniform page layouts along with black-and-white or two-color printing, moderate resolution pictures and line art, low-resolution laser type is acceptable (but must have the option of high-resolution phototype). The minimum hardware configuration for this type of publications are: 1) A 520/1040ST; 2) Hard disk; 3) Image scanner; 4) Laser printer; 5) Phototypesetting option; 6) Software: word processor, spell checker, paint/draw, presentation graphics, page makeup, indexing. A system such as this will run in the \$7,000 to \$50,000 range, depending on whether or not the company owns their own Phototypesetting machine.

On the upper end of the scale there are the advertising type of documents, such as sales brochures, catalogs, magazines, and advertisements. These documents are of variable length and require high-quality type, fine line and photographic artwork, four-color printing, complex page layout, many unique page, art and typographic treatments. As the market stands currently this type of output is extremely difficult to do on an Atari personal computer, but as a point of interest I will show you what is required for such a system. Hardware: 1) Graphics/text workstation (Atari TT ???); 2) Hard disk (≥ 60 Meg); 3) Networking option; 4) Scanner; 5) Laser proof printer; 6) Phototypesetter; 7) Camera work; 8) Software: word processor, spelling checker, typesetting, font editing, graphics editing, page makeup, indexing. These systems start around \$50,000 and go up from there (if anyone would like to donate a system like this to the club please contact me FAST!).

When it comes to putting your system together design the hardware/software setup around the pages you are producing. In that way you will not have to struggle with inadequate tools to accomplish your goals.

-- Buddy L. Hammerton Jr., A.C.E. Production Manager

Bumpas Reviews

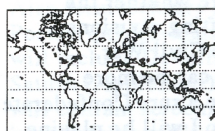


First I want to comment upon the ACE financial crisis. We have experienced periods of up and down before. Most notably during late 83 and early 84 when

Atari did not have any computers for sale when they changed production over between the 800 to the 800 XL. Well, we don't have an Atari management misjudgment to blame this time. Mike Dunn has outlined some of the most significant causes. For a long time the ACE newsletter was one of only a very few sources of information for Atari users. Now there are scores of publications covering all types of Atari computers.

Even though our income has been decreasing for the past few months, we still are receiving enough income from the newsletter in order to publish the newsletter for the SUBSCRIBERS. We will need to ruthlessly cut down our unpaid circulation. We are temporarily short because we have spent so much on making our BBS one of the best in the country.

Aside from the monthly phone charges we should not have significant BBS expense in the future. Our present crisis also should make us a little more hesitant to enter into large capital expenses in the future unless we have a significant cash reserve so we can be sure to meet our future obligation to subscribers. Bear with us, we will straighten this all out soon.



COLONIAL CONQUEST (SSI, \$40) is the game you may have seen on the 8-bit machines. If you enjoyed the game then, you will like it more now. All the game features are accessible with the mouse and

GEM drop-down menus. You no longer have to wait until certain phases of the game to get a report from the "War Table" or the current score. You may also save the game and do other file management chores at any phase of the game. The right mouse button gives you this power.

The most significant improvement in the game is the map of the world. It's a real map this time, not just a schematic of geometric shapes. And it scrolls smoothly in all directions. The 8-bit version did a disquieting jump when you went from the west coast of North America into the Pacific Ocean. One screen might give you a view of an area including Australia, Malaya, Indonesia and New Guinea. So you see, the entire map includes quite a few screens full of the world.

Another improvement is the areas of the countries changes color in addition to putting the flag of the owner on the map. The 8-bit version only put the flag on the map. It's very impressive to see the world turning the color of your country.

The game may be even more difficult to win against the computer. In the 8-bit version, I believe I had developed a way to beat the computer at difficulty level 9. But in this version the ST eats my lunch! It even took me until about 1947 (the game starts in 1880) to win as Russia in an unlimited game at level 0!

This is a great game for a group of people. You can have up to 6 players and the computer may play any position not played by a computer: United Kingdom, Germany, France, US, Japan and Russia are the positions. We played a *Colonial Conquest* tournament at Pacificon last Labor Day in San Mateo, California. Maybe we can do it this year on the ST.



REBEL CHARGE AT CHICKAMAUGA (SSI, \$50?) is the latest in the Gettysburg-Antietam series of games. This one simulates the last great victory of the Confederates in the Civil War.

Players will find all the options and control to which they have been made accustomed by SSI's previous Civil War games: Hidden units; simultaneous combat execution; command control; ammo resupply; etc. But some significant changes and new features have been added to this game.

One new feature is the choice between a tactical map and a "strategic" map. One may play the game from either map. The strategic map covers 4 (?) times the area, but one cannot tell which way the units face because they are smaller. One of the most significant changes in terms of game play occurs during combat. In this game all plotted fire is executed at a target. In previous games if a plotted fire resulted in the rout or retreat of a target, all unexecuted fire which was plotted remains unexecuted because the target was no longer in the plotting unit's field of fire. In Chickamauga, the retreat phase occurs only after all fire combat is complete. So casualties should be much higher (in Gettysburg my casualties were usually about twice the historical rate already! But then I fight harder with silicon warriors than actual generals do with real flesh and blood.). Another change is the real time turns have been doubled in length to 2 hours. This reduces the number of turns in the game by 1/2 to 13 turns and should make the game play more quickly.

This is a very interesting battle. I am not sure whether the computer makes the same Union error of shifting divisions around carelessly as was actually done in the Civil War. Obviously a human player on the Union side can be more careful, and the outcome certainly will not be a sure Confederate victory. I am addicted to Civil War games, so I will be playing this one a lot.

--Jim Bumpas, A.C.E. Co-editor

A New IF/THEN Statement

Now, you 8-bit hackers, please take note. I have been hearing a lot of feedback about how the 16's blues are taking over.

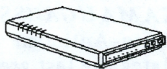
Well, what we all must do is to support the club & newsletter with programs we have made or going to make, so send them in. A good program gets you the pick of any in our library (except *Scopy 810*).

If you just got a commercial program (good or bad) then put what you think of it on paper. Send the review in to us. ** If we don't support ourselves and those who write programs then 8-bits may just go out just like the big old Computer Dinosaurs of the past.** So send in the public domain, non-published 8-bit and 16 bit programs. We need both.

Please NO Published or Copyrighted Programs other than Shareware. Shareware programs if requested will be put on the back of a disk at no cost and will cost \$5.00 if on a disk by its self, to cover costs in disk and mailing.

Remember: All single-sided disks are \$5.00 and double-sided are \$10.00. Thank you for the programs you have sent in or will send in.

The 8-bit library:



AMODEM 7.4 Copyright (C) 1986, 1987 Trent Dudley. A terminal program for all 8-bit Atari computers with at least 48K

RAM and most popular modems. Featuring XMODEM/CRC and YMODEM file transfers, word wrapping, an edit window, improved autodial scanning and macros. Built-in support for *SpartaDOS* subdirectories and time-date stamping of files with or without the *R-TIME 8* cartridge from ICD, Inc.

AMODEM 7.4 was written to be used by all, especially those lucky enough to own ICD's *SpartaDOS* and *R-TIME 8* clock cartridge. **AMODEM 7.4** supports the following combinations of modem hardware and software: Hayes or compatible 300, 300/1200, or 1200/2400 bps modem using an *Atari 850* or ICD *P:R: Connection* interface and their built-in R: handlers.

Other RS232 modems can be used, but may not autodial or hang up on command. Other 850 interface substitutes work with varying degrees of success. *Atari 1030* modem using its built-in T: handler (supports tone dialing but is not self-relocating). *Atari XM301* or 1030 modem using the T: handler supplied on the *XETerm* disk (a slight superset of the 1030 T: handler; it too supports tone dialing but is likewise not self-relocating). Both T: handlers take up about 1K more RAM than the R: handlers due to the huge amount of code needed to implement tone dialing.

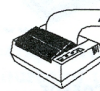
Atari 835, 1030, or XM301 modem using a version of the R.BIN

handler (self-relocating, does not support tone dialing, but gives about 1K more buffer space than the T: handlers). Mr. Dudley has created a self-relocating version of the XM301 T: handler which may be used with any Atari modem.

MPP/Supra 1000C or 1000E modem using a modified version of the MPP Rev. 1.0 MINI R: handler. He's have rewritten this MPP R: handler to make its relocation routine compatible with *SpartaDOS*.

Buffer size is about 4K using DOS 2.0/2.5 or *SpartaDOS 3.2*; 8K using *SpartaDOS 2.3* (except when using the 1030 T: handler or the original XM301 T: handler); 24K using *SpartaDOS 3.2* and *BASIC XE* in EXTENDED mode (see below). Subtract about 1K from each of these figures if using a relocating T: handler.

The disk contains *Atari DOS 2.5*, *AMODEM 7.4*, the machine language module *AMODEM74.COM*, Atari DOS/*SpartaDOS* compatible handlers for all the above combinations, an autodial file generator program *AUTOGEN74.BAS* and easy to follow documentation. This Shareware disk is available from the ACE Exchange Library free of charge if requested with a purchase of another single-sided disk.



PRINT-OUTS **DAISY-DOT**, Roy Goldman.

Introducing the Daisy-Dot program that will revolutionized dot-matrix printing to Near-Letter Quality (NLQ) with the flexibility of software control and a Font Editor for Atari 8-Bit Personal Computers.

With up to 4 graphic densities, *Daisy-Dot* prints at up to 8 times the density of a printer's normal draft mode by use of a special technique found in many expensive printer hardware upgrades.

Daisy-Dot makes two passes for each line, but instead of merely double-striking, the page is advanced slightly between passes and another set of formatted dots is printed. The result is very high quality text, almost indistinguishable from that of a professional typesetter or typewriter.

Daisy-Dot requires standard text files without control characters for printing. This format is an option from most word processors.

In addition, you control the character spacing for each printout. The number of high-resolution, PROPORTIONAL fonts that can be used by Daisy-Dot is limitless. Five fonts are included, and the Daisy-Dot Font Editor makes creating new fonts easy. The editor is joystick controlled and includes numerous features to speed up your efforts.

Daisy-Dot will work with the following system configurations:

Atari 600XL(64K)/800XL/1200XL/65XE/130XE
Epson EX/FX/JX/LX/MX/RX and Star Gemini/SG printers
Other Epson compatibles may or may not work, depending on how "compatible" they are.

Atari DOS 2.5, DOS XL, SmartDOS, and MyDOS.

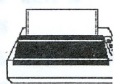
Daisy-Dot was compiled *TurboBASIC*. Because of limitations of *TurboBASIC*, *Daisy-Dot* will NOT work with *SpartaDOS* nor on Atari 400/800 models. The best substitute for *SpartaDOS* is *MyDOS*.

Mr. Goldman in his documentation writes, "I hope everyone will enjoy using this program. Don't be too rough on all the Macintosh owners you know when you demonstrate your 'game machine.'"

Daisy-Dot is a public domain program and may be distributed freely in its original form. You can order through ACE Exchange Library.

--Nora Young, A.C.E. 8-Bit Librarian

DTP Help



Desktop publishing (DTP) is a very sophisticated means of producing printed output, and tools are needed to aid in the creation and layout of the pages you hope to print. In this article I will mention some of the things available to the average user who wishes to become part of the DTP Revolution.

I strongly believe the most needed piece of software for DTP is a word processor. A word processor does not hinder creative writing and the input of words are much easier than in a page layout type program. There are many word processors out there in the market place, and I will try to list them in the order in which I rank them for DTP use. *TextPro* by Abacus, *STWriter* by Atari, *Word Writer ST* by Timeworks, *IST Word Plus* by Atari, then the others. Also if the rumors I hear are true then when *Word Perfect ST* is released this one might move to the top of the list.

A spelling checker is the next essential piece of software, and here there is only one choice, *Thunder* by Batteries Included (Electronic Arts). It is fast, it is complete, and it is easy to use. Then there is the art work, no document would be complete without some form of artwork, whether it is a company logo or drawings, clip art is essential to DTP. Currently the ST market has numerous products to fit the bill, *DEGAS/DEGAS Elite* by B.I., *NeoChrome* by Atari, *PaintPro* by Abacus, among others. Along with this there might also be the need for some presentation type graphics, such as what you might get out of programs such as *A-Chart* by Kuma, *EZ-Graph* by Royal Software, *Maps and Legends* by Antic.

And finally some sort of page makeup software and currently I only know of two products on the market and they are *Publishing Partner* by Softlogik, and *Fleet Street Publisher* by Spectrum Holobyte. A.C.E. is currently using *Publishing Partner* to produce the newsletter, and to make life easier all the production staff use the above tools.

There is also some new things available for *Publishing Partner* users and these include new dot-matrix printer fonts from *The Font Factory* (FF), distributed by SoftLogik (SL), these sell for \$29.95 per disk (each disk contains three screen/printer fonts). The first disk contains Avant Garde, Courier, and Calligraphy, and disk number two will contain Times, Helvetica Narrow, and 16 Bit. The next disk, to be released 6/87 includes Chancery, Bookman, and Chicago. Also from FF/SL are the first two of four clip art disks (a look through this newsletter will reveal many of the pictures on these two disks).

; Bookman, and Chancery are indeed smaller than that way. This is in accordance with the fonts b

d two test sheets. One is printed on a Star NF anyone to seriously consider buying an NEC P6 r than an eight or nine pin dot matrix.

ur comments and suggestions. By the way, this e just finished. The Helvetica furnished by Soft

Sample of Font Factory Fonts printed on an NEC P6

Also from Century Software/Softlogik there are new Postscript/dot-matrix printer fonts expect these 6/87 and they will include Devoll, Thames, Spokane, Hudson, Columbia, and Saturn (AppleFont). Most of these will sell for \$34.95 each and will contain screen/postscript/dot-matrix versions. As an introduction to CS fonts Saturn will be placed in the public domain along with the dot-matrix fonts of Columbia and Hudson. And so you HP Laserjet people do not feel left out the HP printer drivers should be out by the time you read this, there are two a 150dpi (512K) and a 300dpi (1.5M) driver.

All in all, the future looks bright for DTP on the ST. In the months to come I hope to be able to work with *Fleet Street Publisher* and give you a comparison of the two DTP programs for the ST.

-- Buddy L. Hammerton Jr., A.C.E. Production Manager

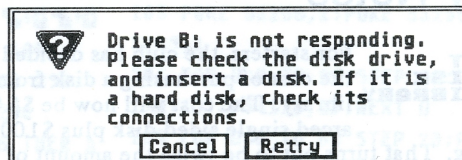
ST Recovery Procedure

Reprint: Australian Atari Gazette, May, 1987



WARNING! This "LAST CHANCE" file recovery procedure should only be attempted on a copy of your damaged disk, or as a last resort!

Have you ever booted one of your favorite utility disks, double clicked on your program choice, and been confronted with this message:



or worse, with a set of the dreaded bombs! If you haven't yet, you will sooner or later as the ST seems to manage to ruin the odd disk every now and then.

More often than not the problem will be a bad or corrupted FAT (File Allocation Table). There are two copies of the FAT on a disk and they are responsible for the allocation and chaining of sectors for each file name listed in the separate directory. The directory holds the first sector number of a file and the length of a file, but the FAT holds the next sector (cluster) chain information. When the FAT is damaged, TOS is unable to load the file because it cannot trace through the file sectors.

The success, or otherwise, of the recovery method below will depend on how "used" the disk is. By this I mean if you have many files on the disk and in the past have deleted a few and added a few, then you will not be able to recover all the files. This is because the gaps created by delete files are later re-used and later files could use several of these gaps. More often than not though, your files might have been put on the disk one after the other until the disk was full. If this is the case you may be able to recover them all!

The disk fixer utilities are not able to cope with corrupted FATs because of the above problem. It is also very difficult to reconstruct the FAT because each 12 bits (or 1.5 bytes) are used to store each entry. This and other factors make the calculation of the required HEX numbers a real headache.

HERE WE GO WITH "LAST CHANCE"

You will need a sector editor such as **Disk Doctor** to attempt recovery.

1. Make a copy of your damaged disk if possible and try this method on the backup.
2. Format a blank disk.
3. Load BASIC into the ST and insert the blank disk.
4. Type the following and press return: "bsave "BIGFILE",100,350000
[NOTE: Bigfile will almost fill a single sided disk and construct a consecutive FAT on the disk].
5. Load your sector editor and open our Bigfile disk
6. Go to sector 1 (the data should start off like F7 FF FF 03) and copy the sector to the buffer.
7. Now close on this disk and insert and open the damaged disk
8. Go to sector 1, Retrieve sector from buffer and Write sector to disk
9. Go to sector 6, Retrieve sector from buffer and Write sector to disk
10. Exit back to the desktop and see how many files you can recover.

What we have done is copied a good (although consecutive) FAT over our damaged one in both its stored locations. Good luck with your LAST CHANCE recoveries!

-- Ian

Library Notes



For starters, the club has decided to lower the cost of purchasing a disk from the library. The cost will now be \$5.00 per arced single sided disk plus \$1.00 postage and handling. That turns out to be twice the amount of information for half the price!

This month, I want to talk about our ST games disk #1. Ralph Walden and I have collected the best of the games available and arced them on a disk for your enjoyment.

There are three arcade quality games available on this disk: **Plutos**, **Haunted**, and **Space Raiders**. **Plutos** is a cross between Space Invaders and Zaxxon. You control your space ship to destroy enemy fleets, ground installations and fuel dumps (could this be a way to increase your fuel supply?) The game plays at a fairly rapid pace and will keep one or two players at it for quite some time.

Space Raiders is a similar style game. If you can survive long enough, you are supposed to be able to get to the 12th level. (I know this because Ralph got into the source code to cheat). I myself have never gotten past the third wave although my son has made it to level 4.

Haunted is a game where a player has to go through a maze and capture all the crosses before he can get a key and let himself out of the haunted house. Ralph made it through this one in about a half hour, I think he cheated. I have played it several times and have yet to find the key, let alone get all the crosses. Oh well, when you are a programmer you can always modify a game to play how you want it to.

For all you **Publishing Partner** users out there, the library has a disk full of monochrome icons for your use. These were put together by Buddy Hammerton, our local expert. This disk has

five times as many icons (so I am told) as do the professionally done disks and sells for 1/4 the price. These icons may not be professional quality, but They are darn close to it.

To order these or any other disks send \$5.00 per disk plus \$1.00 Postage and handling to:

Mike Rogers, Ace Librarian
5335 Main St. sp139
Springfield, Or. 97478

A Tabletop Adventure



Shuffleboard, a game dating back to 15th century England, as been dutifully recreated for the electronic era by George Breen, for Shelbourne Software Systems, Inc. Upon opening the stylized packaging you are presented with a single diskette, an instruction book, and a shuffleboard rule book.

ST-Shuffleboard requires a 520/1040ST and a color monitor, besides this nothing more is needed since the gameplay incorporates the use of the mouse. If you are already familiar with tabletop shuffleboard, then all you need to do is to read the instruction book provided. The entire book is devoted to the implementation of **ST-Shuffleboard** as opposed to the rules of the game. It only provides capsulized summaries of the types of games played, and gives no hints as to possible strategies for playing or winning.

Before I received this program, I had always thought shuffleboard was the game little old ladies play on the decks of cruise ships, and had no idea shuffleboard was played on a tabletop. So my only option after booting up **ST-Shuffleboard** was to look at the book "How to Play American Shuffleboard". This book thoughtfully provided by Shelbourne, and produced by the American Shuffleboard Co., Inc. In it I learn shuffleboard was originally known as shove-groat and later shove-penny (If you want to know what a 'groat' is, then buy **ST-Shuffleboard** and find out). By the late 1890's the game became so popular New York City newspapers carried statistics and results of shuffleboard tournaments, and today there are approximately 215,000 shuffleboard tables in use throughout North America.

ST-Shuffleboard accurately reproduces all the flavor and excitement of the original game. Mr. Breen has provided us simulations of both longboard and cushion shuffleboard tables. Along with this there are five game variations which include; Straight, Horse Collar, Baseball, Cushion Board, and Deck. Here again the 'How To...' book really came in handy. Options are available to select the amount of corn starch on the table, thus affecting the speed of the weights. Also the relationship of mouse speed to weight speed can be set, as well as the skill level of the computer opponent. English (spin) can be placed on the weight in either direction and after much practice you will be shuffling those weight like you are a pro. Foul lines can be moved, and the total points needed to end the game can be selected from four choices, 15, 35, 50, and 99 points.

ST-Shuffleboard is GEM based with a resizeable window and allows you to use your favorite desk accessories. And it's not copy protected for all you hard disk owners, and floppy owners who do not like the idea of using original diskettes.

June/July 1987


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328 ? " "
330 FOR I=1539 TO 1572 STEP 3:POKE I
,87:POKE I+1,0:POKE I+2,TEMP:TEMP=TE
MP+1:NEXT I
333 RESTORE 335:FOR N=1 TO 20:READ O
P:POKE DM+256*3+OP,0:NEXT N:SOUND 1,
0,0,0
335 DATA 53,87,156,140,100,118,170,1
91,28,134,178,211,20,61,123,201,43,1
45,164,206
340 SETCOLOR 1,1,14:SETCOLOR 4,13,8:
SETCOLOR 0,0,0:SETCOLOR 3,13,8:SETCO
LOR 2,9,4
365 RESTORE 366:POKE DL,76:POKE 560,
35:FOR A=3 TO 14:READ B:POKE DL+A,B:
NEXT A:POKE 559,43
366 DATA 14,3,15,14,3,15,14,10,14,1,
3,6
400 POKE 764,255:POKE 53249,90:TT=0:
ZX=0:POKE 752,1
420 TT=0:Y=34:X=90:I=1:SC=SC+K
421 POKE 53278,0:SOUND 1,0,0,0
422 O=O+1:IF O=7 THEN TT=TT+1:POSITI
ON 34-TT+ZX,2:? " ":O=0:IF TT-ZX=20
THEN 3000
423 S=STICK(0):IF S=14 THEN GOTO 600
431 IF S=13 THEN I=96:X=X-1:GOTO 470
433 IF STRIG(0)=0 THEN X=X+1:GOTO 45
5
444 GOTO 5000
455 IF X>160 THEN X=160
459 I=I+19:IF I>78 THEN SOUND 1,250,
10,8:I=1:SC=SC+12:SOUND 1,0,0,0
460 GOTO 500
470 IF X<53 THEN GOTO 3000
500 POKE 53249,X
510 PM$(P1+Y,P1+Y+19)=P$(I,I+19)
515 IF PEEK(53252)>10 THEN 20000
516 IF PEEK(53253)>0 THEN 10000
520 GOTO 422
600 I=3:V=230:FOR Y=36 TO 22 STEP -2
:V=V-10:SOUND 1,V,10,5:IF PEEK(53253
)>0 THEN 10000
610 PM$(P1+Y,P1+Y+19)=P$(I,I+19):NEX
T Y
620 I=3:V=120:FOR Y=22 TO 37 STEP 2:
V=V+10:SOUND 1,V,10,5:IF PEEK(53253
)>0 THEN 3000
630 PM$(P1+Y,P1+Y+19)=P$(I,I+19):NEX
T Y
635 I=58:PM$(P1+34,P1+53)=P$(I,I+19)
700 Y=34:I=58:SOUND 1,0,0,0:GOTO 422
900 POKE DM+256*3+222,0:I=3:FOR Y=37
TO 30 STEP -1:SOUND 1,Y+Y+Y+Y+Y+Y+Y
,10,5
910 PM$(P1+Y,P1+Y+19)=P$(I,I+19):NEX
T Y
920 I=22:FOR Y=30 TO 90 STEP 2:SOUND
1,Y+Y,10,5
922 I=I+19:IF I>78 THEN I=1
930 PM$(P1+Y,P1+Y+19)=P$(I,I+19):NEX
T Y
2000 GRAPHICS 2+16:POKE 559,0:SETCOL
OR 0,1,14:SETCOLOR 4,13,8:SETCOLOR 1
,0,0:SETCOLOR 3,6,6:SETCOLOR 2,9,4
2005 LEV=LEV+1:? #6;" We'll do it
:CK=32
2350 RESTORE 2355:FOR V=1 TO 6:READ
O:POKE DM+256*1+0,104:NEXT V:O=0:GH=
0
2355 DATA 20,58,97,133,168,206
2360 FOR T=38 TO 200 STEP 37:POKE DM
+256*3+T,247:POKE DM+256*3+T+1,248:N
EXT T:RETURN
3000 FOR T=0 TO 255 STEP 15:POKE 705
,T:SOUND 1,T,10,8:NEXT T
3001 FOR T=255 TO 0 STEP -15:POKE 70
5,T:SOUND 1,T,10,8:NEXT T:SOUND 1,0,
0,0:POKE 53249,0:LI=LI-1
3002 GRAPHICS 2+16:POKE 559,0:SETCOL
OR 0,1,14:SETCOLOR 4,13,8:SETCOLOR 1
,0,0:SETCOLOR 3,6,6:SETCOLOR 2,9,4
3005 ? #6;" b30 LuCk"? #6;"
3010 ? #6;" Level ";LEV+1:? #6;
""
3020 ? #6;" score ";INT(SC)+215
:? #6;"
3025 ? #6;" Lives ";LI
3026 POKE 559,42:FOR U=1 TO 200:NEXT
U:IF LI=1 THEN POSITION 12,6:? #6;"
0":FOR U0=1 TO 200:NEXT U0:GOTO 4000
3090 I=115:FOR Y=10 TO 128 STEP 5
3095 PM$(P1+Y,P1+Y+19)=P$(I,I+19):NE
XT Y:POSITION 12,6:? #6;LI-1
3098 POSITION 7,8:? #6;"Go00 LuCk"
3099 FOR Y=2400 TO 0 STEP -25:SOUND
1,Y+Y,10,6:NEXT Y:POKE 559,0:BN=BN-1
:GOTO 2210
4000 GRAPHICS 2+16:POKE 559,0:SETCOL
OR 0,0,0:SETCOLOR 4,13,8:SETCOLOR 1,
1,14:SETCOLOR 3,6,6:SETCOLOR 2,9,4:V
=0
4001 POKE 559,43
4005 FOR T=2 TO 12:V=V+128:FOR O=0 T
O 8:NEXT O:SOUND 1,V,8,6:POSITION T,
1:? #6;" GAM3":NEXT T:POSITION 13,1
28,0:? " "
2310 ? " hehipq
2320 POSITION 14,4:? "
U
dgvbeut H H H H H H"
2321 POSITION 12+BN,6:? "zyxw":POSI
TION 6,6:? "cdsht ":POSITION 13,6:?
" "
2330 POSITION 37,7:? "
2340 ? "
":POKE 705,61:LP=0:BA=5
2350 RESTORE 2355:FOR V=1 TO 6:READ
O:POKE DM+256*1+0,104:NEXT V:O=0:GH=
0
2355 DATA 20,58,97,133,168,206
2360 FOR T=38 TO 200 STEP 37:POKE DM
+256*3+T,247:POKE DM+256*3+T+1,248:N
EXT T:RETURN
3000 FOR T=0 TO 255 STEP 15:POKE 705
,T:SOUND 1,T,10,8:NEXT T
3001 FOR T=255 TO 0 STEP -15:POKE 70
5,T:SOUND 1,T,10,8:NEXT T:SOUND 1,0,
0,0:POKE 53249,0:LI=LI-1
3002 GRAPHICS 2+16:POKE 559,0:SETCOL
OR 0,1,14:SETCOLOR 4,13,8:SETCOLOR 1
,0,0:SETCOLOR 3,6,6:SETCOLOR 2,9,4
3005 ? #6;" b30 LuCk"? #6;"
3010 ? #6;" Level ";LEV+1:? #6;
""
3020 ? #6;" score ";INT(SC)+215
:? #6;"
3025 ? #6;" Lives ";LI
3026 POKE 559,42:FOR U=1 TO 200:NEXT
U:IF LI=1 THEN POSITION 12,6:? #6;"
0":FOR U0=1 TO 200:NEXT U0:GOTO 4000
3090 I=115:FOR Y=10 TO 128 STEP 5
3095 PM$(P1+Y,P1+Y+19)=P$(I,I+19):NE
XT Y:POSITION 12,6:? #6;LI-1
3098 POSITION 7,8:? #6;"Go00 LuCk"
3099 FOR Y=2400 TO 0 STEP -25:SOUND
1,Y+Y,10,6:NEXT Y:POKE 559,0:BN=BN-1
:GOTO 2210
4000 GRAPHICS 2+16:POKE 559,0:SETCOL
OR 0,0,0:SETCOLOR 4,13,8:SETCOLOR 1,
1,14:SETCOLOR 3,6,6:SETCOLOR 2,9,4:V
=0
4001 POKE 559,43
4005 FOR T=2 TO 12:V=V+128:FOR O=0 T
O 8:NEXT O:SOUND 1,V,8,6:POSITION T,
1:? #6;" GAM3":NEXT T:POSITION 13,1

```



```

4006 ? #6;"      ":POSITION 9,0: ? #6; XT Z:I=58
"RAM"          9025 PM$(P1+34,P1+53)=P$(I,I+19):Y=3
4007 FOR T=2 TO 17:V=V+128:FOR O=0 TO 4:GOTO 421
0 8:NEXT O: SOUND 1,V,8,6:POSITION T, 10000 IF PEEK(53253)=8 AND LP=5 THEN
1: ? #6;" Ove":NEXT T:POSITION 17,1 900
4008 ? #6;"      ":POSITION 14,0: ? #6 10001 IF PEEK(53253)>0 THEN 9000
;"Ove"         20000 Q=Q+37:POKE DM+256*3+Q+2,0:POK
4010 POKE 559,42:POSITION 7,0: ? #6;" E DM+256*3+Q+1,0:LP=LP+1:O=0:GOTO 42
"Ove"         1
4030 ? #6;"      SCORE":SC+215: ? #6 30000 RUN
;"
4040 ? #6;"      Press Start": ? #6;"
"
4045 ? #6;"      FOR 3 New Games": ? #6
;"":POKE 559,42:GOSUB 4050
4047 FOR YY=1 TO 15:POSITION 6,4: ? #
6;"      ":FOR T=1 TO 30:IF PEE
K(53279)=6 THEN RUN
4048 NEXT T:POSITION 6,4: ? #6;"Press
Start":FOR T=1 TO 30:IF PEEK(53279)
=6 THEN RUN
4049 NEXT T:NEXT YY:RUN
4050 IF SC>15000 THEN POSITION 4,8: ?
#6;"EXCELLENT SCORE":RETURN
4051 IF SC>10000 THEN POSITION 6,8: ?
#6;"GREAT SCORE":RETURN
4052 IF SC>4000 THEN POSITION 7,8: ?
#6;"Good Score":RETURN
4053 IF SC<4000 THEN POSITION 7,8: ?
#6;"try again":RETURN
5000 PM$(P1+Y,P1+Y+19)=P$(I,I+19)
5001 I=58:K=X-2.4:S=STICK(0)
5002 IF PEEK(53253)>0 THEN 10000
5003 IF S=14 OR S=13 THEN 422
5004 IF STRIG(0)=0 THEN X=X+1:GOTO 4
55
5010 POKE 53249,X:IF X<53 THEN GOTO
3000
5030 GOTO 5000
9000 IF PEEK(53253)=2 THEN SC=SC+200
:GOTO 9002
9001 GOTO 620
9002 RESTORE 9004:LP:READ O:POKE DM+
256*1+O,0:SOUND 1,50,10,8:IF LP=4 TH
EN CX=-8:BA=6
9003 IF LP=5 THEN CX=-8:BA=6
9004 DATA 20
9005 DATA 58
9006 DATA 97
9007 DATA 133
9008 DATA 168
9009 DATA 206
9010 POSITION CX+LP+LP,BA: ? "Z"
9011 I=3:V=120:ZX=ZX+3:POSITION 30-T
T+ZX,2: ? "RT":O=0:FOR Z=Y TO 37 STE
P 2:V=V+10:SOUND 1,V,10,5
9020 PM$(P1+Z,P1+Z+19)=P$(I,I+19):NE

```

BLOCKBREAKER

By Dave Hitchens

BLOCKBREAKER will run on any Atari 400/800/XL/XE with a minimum of 32k RAM. A paddle will be required plugged into jack 1. The Level 1 playfield appears after about one minute of initialisation.

Blockbreaker is based on one of the classic computer games in which you have to demolish a wall of bricks using a fast-moving ball directed by your paddle. Simple in concept but very addicting. Two types of brick will be noted 'normal' and 'special', the later identifiable by pulsing colour. Both types have a point value dependant on their position in the wall. Hitting one of the 'special' will give you additional points as displayed on the bonus counter top right and also initiate a stacking routine transferring them out of the playfield area.

The ball has two possible speeds selected automatically during game play and is served by pressing the trigger. In the slow phase only two angles of bounce are possible but during the fast phase, shallow bounce angles will result if the ball is struck closer to the centre of the paddle. These angles will be required in order to gain maximum benefit from the special brick scoring routine and in order to complete a level.

When you have lost all reserve balls the high score is updated. Press the START key to begin a new game.

```

1 REM #####
#
2 REM #      BLOCKBREAKER
#
3 REM #      "by"
#
4 REM #      DAVE HITCHENS
#
5 REM # -----
#
6 REM #
#
7 REM #
#
8 REM # PAGE 6 MAGAZINE - ENGLAND
#
9 REM #####
#
10 GRAPHICS 17:SOUND 0,0,0,0:Q=310:G
OSUB 300:POSITION 4,0: ? #6;"initiali
sing machine code"
20 POKE 710,8:POKE 711,72:POKE 708,2
28:POKE 709,10:DIM A$(16),SCR$(120),
CH$(34),B$(20),C$(20):LEVEL=0
25 B$="522%.4%)"(33%/2%":C$="a%ne
w%high%score%of"
30 GOSUB 1000:GOSUB 1500:GOSUB 1700:
GOSUB 2000
99 REM "CHANGE LEVELS"
100 LEVEL=LEVEL+1:IF LEVEL=9 THEN LE
VEL=5
105 COLOR 144+LEVEL:PLOT 19,17:POKE
1791,1
110 GOSUB 500+LEVEL*10
120 POKE 1714,TOTAL-1
125 POKE VB+308,127-LEVEL*3
130 POKE 1713,0:POKE 1589,1:POKE 165
4,22:POKE 1587,24:POKE 1670,1
140 Q=315:GOSUB 300:POKE PM+286,109:
A=USR(MC)
150 IF PEEK(1580) THEN 100
155 Q=310:GOSUB 300:A=USR(MC+721):PO
KE PM+286,120:GOSUB 400+(PEEK(1680)=
0)
160 IF PEEK(53279)<>6 THEN 160
170 LEVEL=0:FOR M=2 TO 20:COLOR 0:PL
OT 3,M:DRAWTO 16,M:NEXT M:PLOT 0,0:D
RAWTO 0,22:GOSUB 1550:GOTO 100
199 REM "MISC SUBROUTINES"
200 FOR M=X TO Y:COLOR 3:PLOT 3,M:DR
AWTO 16,M:FOR N1=1 TO 2:COLOR 166:Z=
INT(13*RAND(0)+3):PLOT Z,M:NEXT N1:NE
XT M
201 RETURN
300 RESTORE Q:FOR M=53760 TO 53768:R
EAD O:POKE M,O:NEXT M
310 DATA 20,161,70,166,5,0,106,163,7

```



```

315 DATA 0,0,0,0,0,0,0,0,161
320 RETURN
400 FOR N=1 TO 19:POKE PM+91+N,ASC(C
$(N,N)):NEXT N:RETURN
401 FOR N=1 TO 19:POKE PM+91+N,ASC(B
$(N,N)):NEXT N:RETURN
499 REM "DRAW BRICKS"
510 X=4:Y=7:GOSUB 200
515 TOTAL=56:RETURN
520 X=3:Y=3:GOSUB 200:X=5:Y=9:GOSUB
200
525 TOTAL=84:RETURN
530 X=3:Y=4:GOSUB 200:X=6:Y=8:GOSUB
200:X=10:Y=12:GOSUB 200
535 TOTAL=112:RETURN
540 X=3:Y=10:GOSUB 200:X=12:Y=13:GOS
UB 200
545 TOTAL=140:RETURN
550 X=3:Y=4:GOSUB 200:X=6:Y=9:GOSUB
200:X=12:Y=15:GOSUB 200
555 TOTAL=140:RETURN
560 X=3:Y=6:GOSUB 200:X=9:Y=13:GOSUB
200:X=15:Y=16:GOSUB 200
565 TOTAL=154:RETURN
570 X=3:Y=3:GOSUB 200:X=5:Y=14:GOSUB
200:X=17:Y=17:GOSUB 200
575 TOTAL=168:RETURN
580 X=3:Y=6:GOSUB 200:X=8:Y=11:GOSUB
200:X=14:Y=18:GOSUB 200
585 TOTAL=182:RETURN
999 REM "CHANGE CHAR SET * SORT P/Y"

1000 P=PEEK(106):PMB=P-8:PM=PMB*256:
CHB=P-10:CH=CHB*256:VBB=P-14:VB=256*
VBB:MCB=P-18:MC=MCB*256
1006 SCR$=""
OGBREAKER          PROGRAM AND COPYRI
GHT ' 1985  DAVE HITCHENS"
1007 SCR$(LEN(SCR$)+1)="  CURRENT
HIGH SCORE:  000000 "
1008 FOR N=1 TO 120:POKE PM+N,ASC(SC
R$(N,N))-32:NEXT N
1009 REM IN LINE 1010, USE ABBREVIAT
IONS TO GET IT ON ONE LOGICAL LINE
1010 RESTORE 1015:FOR N=0 TO 3:READ
D,DT:POKE PM+256+N,D:POKE PM+283+N,D
T:NEXT N:FOR N=6 TO 26:POKE PM+256+N
,134:NEXT N
1015 DATA 112,6,112,87,112,0,70,0
1020 POKE PM+260,PEEK(88):POKE PM+26
1,PEEK(89):POKE PM+286,PMB:POKE PM+2
87,65:POKE PM+288,0:POKE PM+289,PMB+
1
1022 POKE 560,0:POKE 561,PMB+1
1023 FOR N=0 TO 34:READ D:POKE PM+30
4+N,D:NEXT N
1024 DATA 72,138,72,216,174,254,6,18

```

```

9,229,6,24,105,16,157,229,6,141,10,2
12,141,24,208,189,204,6,141,23,208
1025 DATA 238,254,6,104,170,104,64
1026 FOR N=0 TO 46:READ D:POKE PM+30
0+N,D:NEXT N
1027 DATA 104,162,0,160,55,169,6,32,
92,228,96,173,154,6,201,255,208,8,16
9,7,141,154,6,238,29,0
1028 DATA 141,4,212,173,29,0,201,128
,208,5,169,0,141,29,0,206,154,6,76,9
5,228,302,325,331,340
1029 FOR N=1 TO 4:READ D:POKE PM+D,P
MB+1:NEXT N
1030 RESTORE 1040:FOR N=1 TO 34:READ
D:CH$(N,N)=CHR$(D):NEXT N:A=USR(ADR
(CH$),CHB)
1040 DATA 104,169,0,133,203,133,205,
169,224,133,204,104,104,133,206,162,
2,160,0
1050 DATA 177,203,145,205,200,200,24
9,230,204,230,206,202,208,242,96
1060 READ DT:IF DT=-1 THEN 1150
1070 FOR N=0 TO 7:READ D:POKE CH+N+8
*DT,D:NEXT N:GOTO 1060
1079 REM "NEW CHARS"
1080 DATA 1,238,238,238,0,187,187,18
7,0
1090 DATA 3,0,127,107,85,107,85,127,
0
1100 DATA 4,110,110,110,0,59,59,59,0
1110 DATA 5,128,128,128,0,128,128,12
8,0
1115 DATA 6,0,127,127,85,85,127,127,
0
1118 DATA 7,60,195,219,211,219,195,6
0,0
1120 DATA 16,60,66,66,66,66,66,60,0
1121 DATA 17,24,56,8,8,8,28,62,0
1122 DATA 18,60,70,12,24,48,96,126,0
1123 DATA 19,60,66,2,12,2,66,60,0
1124 DATA 20,12,20,36,60,126,4,4,0
1125 DATA 21,126,64,124,2,2,66,60,0
1126 DATA 22,12,24,48,124,66,66,60,0
1127 DATA 23,126,66,6,12,24,48,96,0
1128 DATA 24,60,66,66,60,66,66,60,0
1129 DATA 25,60,66,66,62,12,24,48,0
1140 DATA -1
1150 POKE 756,CHB:A=USR(PM+300):FOR
N=1 TO 2:POKE PM+615+N,224:NEXT N:PO
KE 704,136:POKE 53256,3
1160 POKE 706,12
1165 POKE 707,228:FOR N=PM+955 TO PM
+984:POKE N,255:NEXT N
1170 POKE 559,46:POKE 53277,3

```

```

1180 POKE 54279,PMB:POKE 623,4
1189 REM "VBI DATA"
1190 M=0:RESTORE 1220
1200 READ D:IF D=-1 THEN RETURN
1210 M=M+1:POKE VB+N,D:GOTO 1200
1220 DATA 173,7,6,240,71
1230 DATA 172,1,6,192,110,144,13,140
,121,6,169,0,141,7,6,145,203,206,44,
6
1240 DATA 173,3,6,201,72,176,8,169,1
,141,0,6,141,10,6
1250 DATA 173,3,6,201,185,144,8,169,
255,141,0,6,141,10,6
1260 DATA 173,1,6,201,24,176,14,169,
255,141,4,6,141,47,6,141,11,6,141,10
,6
1270 DATA 173,7,6,240,78,173,47,6,24
0,22,173,6,208,201,1,240,15,141,48,6
1280 DATA 173,3,6,141,49,6,173,1,6,1
41,50,6
1290 DATA 173,14,208,240,46,201,2,24
0,42,173,3,6,56,237,5,6,170,189,12,6
,141,8,6,141,9,6,189,26,6,141,0,6
1295 DATA 169,1,141,4,6,141,2,6,141,
47,6,206,6,6,208,3,238,6,6
1300 DATA 141,30,208,173,7,6,240,78,
173,4,6,201,255,240,21
1310 DATA 162,2,172,1,6,177,203,136,
145,203,200,200,202,208,246,206,1,6,
24,144,18
1320 DATA 162,2,172,1,6,177,203,200,
145,203,136,136,202,208,246,238,1,6

```

This program will be finished in the
next issue of the newsletter.

MEETING
JUNE 10TH
WED. 7:30PM
AMAZON PARK

At only \$29.95, *ST-Shuffleboard* provides an incredible entertainment value, and the 3-D perspective of the table is well done, gameplay is smooth and the level of simulation is precise. Look for *ST-Shuffleboard* at you dealer or order direct from Shelbourne Software Systems, Inc., P.O. Box 17, Wyncott, PA 19095, or call (215) 884-2656.

--Buddy L. Hammerton, A.C.E. Production Manager

STWriter Mail Merge

Reprint: Current Notes, April, 1987



STWriter is absolutely the best word processor available for the Atari ST computers. Seven other word processors have been studied, but *STWriter* always ends up the one to beat. Among the many excellent and useful commands available is the mail merge command.

Many people who need mail merge for the ST have trouble making the mail merge feature of *STWriter* work. If this has happened to you, fret no more. Here is a simple, sure fire way to do the trick. You can not go wrong. Suppose you want three of your friends Tom, Dick and Harry, to receive the following letter:

May 22, 1987

Dear ?,

The mail merge feature of *STWriter* allows you to mail a personalized letter to two or more people.

Cordially,

Joe

The question mark (mail merge signal) in the salutation will appear in red and is placed by pressing [F9]. When the letter is printed, the mail merge signal tells the computer to ask you if you intend to get your mail merge input information from a file. The alternative is to type in each entry from the keyboard. Press "Y" and you will be asked for the name of the file to use. Enter the data file name and the printing will proceed. **DO NOT** ask for more than one copy. The mail merge function will print as many letters as is needed for all the data lines in the mail merge file.

Two or more mail merge signals may be used in each letter, but a data line, in proper sequential order, must appear in your mail merge data file for each mail merge signal used. I.e., if you have a 3-line address plus greeting, the four [F9]'s must have a corresponding four lines in the data file. If one particular letter requires only three mail merge signals because the address requires only two lines, in the data file there must be a third address line left blank (with only a return) to balance the file.

A mail merge file is easy to prepare using *STWriter*. The mail merge file **MUST BE PRINTED TO DISK** using a special command line: ^T0 ^B0 ^L1 ^Y2 [The "^" designates the Control key. This command line puts top and bottom margin at 0, left margin at 1 and page length at 2 half-lines].

In each case the capital letter of the command line is entered by pressing the control key while entering the letter. The Y command may be followed by either the number 2 or by a

number equal to twice the number of lines in the letter which contain the mail merge signal. Each control command must be followed by a space.

STWriter uses carriage returns to recognize a data line, so be certain no extra carriage returns appear in the mail merge file; i.e., the data file must be continuous for whatever mail merge group of letters you are producing. If there are 3 or 63, each must follow the other with returns but no spaces. Below is a sample of the *STWriter* file used to construct a data file for my form letter. Note: The "<" symbol represents a carriage return.

^T0 ^B0 ^L1 ^Y2<

Tom<

Dick<

Harry<

Now comes the important part where many people go astray. The mail merge data file must be **PRINTED TO DISK**. To print a file to disk go to the menu, press P for print, then press D for Disk. Enter a suitable name for the mail merge data file. The screen will ask "print the whole document?" Answer yes, and the mail merge data file is printed to the disk and ready for use. This process produces a simple ASCII text file rather than the standard *STWriter* file.

Now with the "form" letter loaded into *STWriter*, go to the menu and use a standard print procedure to print 3 letters, one of which will be addressed to each one of the three folks on your data mail merge list. If you forget to set the page length to 2 half-lines, your text file will contain blank lines sufficient to fill out whatever page length you do have set (66 lines, or ^Y132 is the default setting). With a setting of 2 half-lines per page, the *STWriter* output stops with the last data line printed. If you have extra blank lines, letters without mail merge names will continue to be produced until you run out of blank lines.

The following is an example of a form letter written with *STWriter* and an accompanying data file with four merge signals. Note comments are in brackets and do not appear in your form letter.

^C^CMay 23, 1987<

<

<

[F9]< [Name -- line 1 of data file]

[F9]< [Street -- line 2]

[F9]< [City, State, Zip -- line 3]

<

Dear [F9],< [Name again -- line 4]

<

When using our new mail merge function please be sure to have the same number of data lines in your data file as you have merge signals in your letter.

<

^C^CGood luck with it.

<

The data file for this series of letter might look like this:

^T0 ^B0 ^L1 ^Y2< [Top line sets parameters]

Mr. Tom Thumb< [Letter 1, line 1]

69 Hopewell Drive< [Letter 1, line 2]

Anta Clara, NC 28170< [Letter 1, line 3]

Tom< [Letter 1, line 4]

Mr. Dick Finger< [Letter 2, line 1]

11 Drywell Terrace< [Letter 2, line 2]

Mother Mt, TN 32000< [Letter 2, line 3]
 Dick< [Letter 2, line 4]
 Mr. Harry Horner< [Letter 3, line 1]
 2 Topscore Lane< [Letter 3, line 2]
 Wet Springs, FL 28028< [Letter 3, line 3]
 Harry< [Letter 3, line 4]

Happy merging. [The latest version of *STWriter* (v. 1.71) is available in the ACE library].

-- H.B.

Seattle Atari Fair

I had the opportunity to attend the Atari show held in Seattle on May 16th and 17th. I didn't get the final total, but they had 1,100 people in the first 3 hours, and it stayed busy throughout the two days. There were talks given throughout the show by such people as Neil Harris, Bill Wilkinson, Tom Hudson, John Beckemeyer, and others. Unfortunately, I was working in one of the booths, so I wasn't able to attend the talks, but I did get away long enough to walk the show and see what was being offered. If you are an ST user, skip over this next paragraph to get to the commentary on the new ST products shown.

The booth I was in was shared by Clearstar Softechnology and ICD. I was surprised by how active it was -- there were a lot of 8 bit users stopping by to ask questions and buy the software-/hardware being offered. But this was the only booth offering only 8 bit Atari products. There were several user groups selling 8 bit software, and a few dealers such as Computer Palace, but there were no software companies represented. I think the attitude of the vendors might best be summarized by what happened at the panel discussion for the vendors-/developers that evening. The panel included such people as Neil Harris, Bill Wilkinson, and others. This was a question and answer session, where the audience could ask any questions they wanted of the panel members. Throughout the entire discussion, not a single question was asked about the 8 bit Atari. In fact, the only mention of it was in reference to the image problems it has caused for Atari in their attempts to break into the business community. The message to me was loud and clear. There is no interest at Atari to do anything more with the 8 bit Atari. Vendors will continue to sell 8 bit software as long as there is a demand, but there will only be a smattering of development done for the 8 bit Atari.

John DeMar of QMI was at the show with two new products available now, and a pre-release version of *ST-Talk Professional*. QMI has the first truly useful cartridge I have seen for the ST called *DeskCart*. It combines 11 accessories, RAM disk, print spooler, redefinable key macros, and a battery clock into a single cartridge using virtually no memory, and only takes up one accessory slot. Included are a calendar, notebook, calculator, card filer, typewriter, address book, terminal with upload/download capability, control panel, screen dump, memory test, and disk utilities including format, copy, delete, and rename. All functions may be accessed from any GEM application with either the drop down menu, or with an Alternate-Shift combination. Redefinable macros allows you to set up either an Alternate or Shift-Alternate key to send any series of characters which can be used by any TOS or GEM program. The RAM disk is the same speed as the Eternal and Harris RAM disks, but does NOT survive a system reset which is a major drawback. However, you do not have to enable the RAM disk, so you could run one of the reset-proof RAM disks

and still have all the other features the cartridge offers. Available for \$99.95 from QMI, P.O. Box 179, Liverpool, NY 13088.

QMI also had a command shell, written entirely in assembly by Clinton Parker, author of *ACTION!* for the 8 bit. This 13K program called *DO-IT* provides all the standard DOS commands from MS-DOS 2.0. Unlike *PCCommand*, it does provide redirection. You can also use wildcards to rename more than one file, and the copy command is the only shell program that keeps the date of the source file when copied to the destination. Its main weakness is in the batch commands. It has an "if" command but no branching capabilities. The "if" is purely a string comparison, you can not check for an error code returned by the program. You also can't shift parameters, you have no access to the parameter count, and there is no input command. These are all commands found in *PCCommand*. Still, it uses 40K less memory, has some very useful flags for copying/deleting files with query, and does have redirection, so I ended up switching from *PCCommand*. The cost is \$24.95, from QMI, P.O. Box 179, Liverpool, NY 13088.

I've been a bit skeptical that QMI's *ST-Talk Professional* could ever compete with *Flash*. Though not due for release until mid-July, there was enough of it done to convince me I wanted it. You will be able to upload or download files as a background task, meaning you can view and edit files in the capture buffer while transferring a file. You can download an .ARC file, have *DCOPY* (or ARC) extract the files, and then run the program without ever exiting *ST-Talk*. I didn't get a chance to see them, but I'm told the macro language is much more extensive than the *Flash* DO commands, and I believe there will be a program to convert *Flash* DO files to *ST-Talk*. Other features include DOS commands, Ymodem batch, full VT-100 emulation up to 19,200 baud, and more. Keep your eye out for this product, it should be excellent. Cost will be \$29.95, or only \$10 if you have the original *ST-Talk* 1.0 or 1.1 disk.

OMNIWARE had an interesting editor for use with C, Pascal, Modula/2 and BASIC. For those who don't remember all of the VDI and AES calls and parameters, it has a separate window that you can use to easily find the function you want, and then it transfers it to your program so all you need to do is to enter the variables where it tells you to. The editor is GEM based with all the inherent problems this causes, namely slow scrolling and cursor movements. This shouldn't be a problem once the blitter chip is out. Unfortunately, I didn't write the price down and their information sheet doesn't say. For more information, contact Omniware International, 10900 N.E. 8th St., Suite 900, Bellvue, WA 98004.

If you program in Pascal, you may love *ALICE* from Looking Glass Software. *ALICE* includes a "language intelligent" editor, source level debugger, and interpreter (debugger and interpreter are part of the editor). What makes *ALICE* unique is that it is virtually impossible to make a typo or syntax error. Programming is done through the use of templates. For example, if you enter the keyword "for" it will display what options are available to you for that instruction. You enter the parameters you want to use, and *ALICE* will add the needed semicolons, BEGIN and END. If you enter an undefined variable, it will let you define it right then, or re-enter it if it's a typo. *ALICE* was ported from an IBM version, but adds extensive use of the GEM interface, making it rather easy to access GEM windows. *ALICE* only handles the editing and debugging of PASCAL code -- you will still need a compiler to generate stand alone programs. But like Basic, you can run the

program from the editor with extensive debugging capabilities. When you are done, you would save your program and compile it under a normal PASCAL compiler. *ALICE* is available for \$79.95 from Looking Glass Software Limited, 124 King St. N, Waterloo, ON N2J 2X8, Canada.

WordPerfect showed what it has completed so far of its professional word processing package (at \$395.00, not many non-professional writers will buy this...). They are being extremely thorough with this product. As far as I could see, all features were fully functional, but it still wasn't due for release until June or later. *WordPerfect* will be file compatible with version 4.1 on the IBM and includes such features as footnotes/endnotes, macros, math functions to generate tables, extensive merging capability, 115,000 word dictionary, thesaurus, table of contents generation, index generation, up to 5 text columns, etc. It does use the GEM interface, so cursor movement will be slow until the blitter chip is out. On the other hand, one of the employees was talking to John DeMar of QMI -- maybe they will collaborate and use QMI's screen driver routines which would greatly speed up the text windows. If you are looking for a powerful word processing program, watch for this one.

Those are the major new products I saw, but given how crowded the show was, there may well have been more that I missed. There were no earth-shattering announcements from Atari. The Mega-ST will be out just as soon as they can get the blitter chip into full production, probably in June. The "TT" won't be available until 1988, and is still not fixed as to what it will actually be, though they are leaning towards a graphics workstation for business use rather than for home use. I the Mega-ST and their laser printer will have a large impact on desktop publishing, and go a long ways to establish Atari in the business community. I think you will start seeing a lot more software "ported" from the IBM that takes full use of the GEM interface.

-- Ralph Walden, A.C.E SysOp

48K Limit

Reprint SLCC Journal, May 87



Black is white. Up is down. Left is right. And in the area of commercially released new software for the 8-bit Atari, more is demonstrably less.

Once firm believers in the concept of upward compatibility, software publishers who formally lobbied Atari for more programming space (read RAM) now appear to have forsworn that ideal; either not releasing or not porting their wares -- even proven sales hits -- to any 8-bit wearing the Fuji logo. The reason for this seems to be the coupling of lowest common denominator biz school marketing theory with the reluctance of the folks who crunch the code to do lowest common denominator programming.

SLCC got a hint of this theory at work a couple of months ago when Jeff Johannigman and John Manley of Electronic Arts were our guests at the monthly main meeting. They showed EA's hottest games: *Skyfox*, *Articfox*, and *Hrs Pegasus* for the ST; and *Mail Order Monsters* and *Lords of Conquest* for the 8-bit. Asked by 8-bit users impressed with the ST offerings when they might see them translated for the XL/XE (as they already have been for other 8-bit computers), our guests explained that one-half the Atari 8-bits "out there" are 48K

Atari 800's. They went on to explain that EA is unwilling to release any title that won't run well on ALL Atari's, and these new games really NEED 64K to run in. The programmers and the marketing folks agreed that the games were not sufficiently enticing with 25% of the programs excised to fit the 48K limit, so there is no plan to release them to the Atari 8-bit market.

EA isn't alone in imposing the 48K limit on "releasable/salable" 8-bit Atari software. The wizards at Microprose has been bombarding Atarians with teasers and four-color ads for *Gunship* for over a year now, but are reported to be wringing their hands about releasing it in a 48K package for the Atari eight. *Starglider*, written for the ST, is now available for the C-64 but not for the Atari. The list of "Apple][/C-64 Only" software for the 8-bit market goes on and on... Now, I don't want to slight the happy owners of those venerable Atari 800's, either. But I've got a pumped-up 130XE (320K software legal upgrade), and I'm getting pretty hot about the software publishers' attitude. Not all Atari's are created equal. Not only that, but -- and this may come as a heckuva shock to the publishers -- some of the Atari's that were created equal didn't stay that way! Axlon RAMdisks, Mosaic memory expansion boards, and now the 1-meg memory boards from Magna Systems and the 1-meg cartridges from Canoe Computer Systems.

One of the big drawing cards for the Atari 800 was its accessibility; easy to repair, easy to modify, and rather thorough docs available about its innards. Heaven for the hardware hacker... With the arrival of ICD's MIO boxes with brains up to 1-meg for the XL/XE lines (Canoe's cartridges also work for the X series machines) there would seem to be no particular reason why the "standard maximum" programming space should be 48K -- 64K is easily achievable for those older machines as an upgrade, and with up to a megabyte affordably available on the X machines, there is room in the market for "___ Elite" power software. If one checks into the price of a 65XE, vis a vis, the cost of a RAM upgrade or the minimum charge at any repair facility just to give the 800 a tuneup, it's pretty clear that owners of classic 800's have a number of options open to them. Original Atari 400's have been upgraded to access the newer software, and 800 owners should follow suit or make some space in the closet next to their faded Nehru jackets. Upgrade or make funeral arrangements... However, until the software publishers either change their act or are successful in killing off the Atari 8-bit market, there is no particular pressure on the 48K owners to modernize.



Of course, there is also no particular reason for me as an XE owner to pay full price for 3/4 of a program, either. If Microprose ever releases *Gunship* I'll buy it -- IF IT IS THE FULL GAME.

Otherwise, I'll watch the dust accumulate on the shrinkwrap. I won't pay full price for an inferior program for a great computer -- especially when I see the same program running on an inferior computer! One must have *some* dignity!

The publishers have a number of options open to them, too. The "flippy" is not exactly a new concept, though it's usually implemented as a multi-breed release. No harm in releasing two sides for the different vintages of Atari. The Atari XE/800 flippy release of *PaperClip* isn't what drained Batteries Included. Also, segmented loading of programs based on testing for RAM size is a proven possibility. SubLOGIC's *Flight Simulator II* will run in either 48K or 64K. With 64K the flier gets eight useful additions to the simulator not able to squeeze into the 48K version. Since checking for extra RAM is a trivial exercise

in programming, I would like to see existing programs enhanced for the 800XL's and 130XE's.

Just imagine *F-15 Strike Eagle* with terrain features. Think of *Print Shop* with a save-to-disk option for *all* your creations. Think of *Silent Service* without disk access timeouts. Think of *The Music Studio* with MIDI compatibility and good quality hard copy -- just like the C-64 version. Think of *Leader Board* with sandtraps -- just like Apples. Nuts, as long as we are dreaming, think of what the whizkids at Lucasfilm could do with their fractal terrain algorithms (ala *Rescue On Fractalus*), GTIA graphics, and the *A-10 Thunderbolt...* In fact, think of all your favorite applications and game software. Think of the many features that an additional 16K or 80K would make possible.

Do a little research. Go to the software store and look at the titles available for those *other* computers. (I mean, Abacus is now releasing some stuff for the Atari. Why not 64K baby CAD in Atari format?) Then, most importantly, boot up your favorite word processor and *write to the software publisher(s) of your choice* with your desires for enhanced software and your willingness to purchase upgrades. Also when you buy a piece of software -- particularly if it's a two brand flippy -- *send in the dumb registration card! Let them know what machine the software is calling home!* Surely 22 cents in postage isn't too great a price to invest in the future of your machine.

Note to software publishers: Yes, you've got some raw numbers that tell you that the cup is half empty. Well, half the cup is FULL! And in fact more than half the cup may be full, since the numbers you're using don't begin to count how many of us have more than one 8-bit computer. There is no reason why this should not be a time for the recapture and growth of the Atari 8-bit market. The marketing madness of the Warner Atari is over, and the new machines offer all the programming potential you belabored the "old" Atari for in vain.

Many of us have neither the resources or desire to move to the ST, with all it's many charms. And particularly, we won't plunk down our loot just to have access to the new games. We still exist as a market, but *you have to offer us quality goods if you want our business. We won't pay a premium for amputated software!*

We are a staunch market. We survived the suicide attempts of the Warner Atari. We are hanging in there today against the well-deserved popularity of the new (ST) baby in the family. Pretty, but it eats too much. Please stop attempting to murder us.

--Jerry Telfer

PHA\$ER

Everyone knows that your home checking account isn't an application for a computer and is just as easy to do by hand. This statement proves that everyone knowing something doesn't necessarily make it true. *PHA\$AR*, (Professional Home Accounting System and Register) is a system of keeping track of your home and/or small business financial data. It is written by Tom Marks with a manual by Janet Blakely, Tom Marks and Bernice Williams of Marksman Technology, Inc. *PHA\$AR* is marketed by ANTIC magazine through THE CATALOG.

PHA\$AR is not just a check keeping and reconciliation

program. It is a "System". It allows you to keep track of and balance your checking and savings accounts, your charge accounts, your expenses including any categories you choose plus up to eight loans. It will analyze your loans and savings and give you the balance and interest paid or earned for a future date. These *are* computer applications and *PHA\$ER* may be just the program you need to do the job.

PHA\$ER comes with a three ring bound manual and three disks. It will run on a 520ST in medium or high resolution using one single sided disk drive. As you must suspect, it is easier to run on two drives and even better if they're double sided drives, but the program is well thought out and using just one drive is only a minor inconvenience. The manual consists of a tutorial, a reference section and an index and even has a sense of humor. It is well written, easy to follow and clearly explains how to use *PHA\$ER*. It also includes some very good advice on how to set up accounts. This information is valuable even if you keep track your finances by hand.

The screen graphics are attractive and the colors are very easy on your eyes. The layout is well designed and data entry is logical and flows smoothly. The program may be operated using the mouse or almost completely by the keyboard. When entering transactions, all your accounts are shown at the top of the screen including number, name, balance and last transaction date.

One very strong point in *PHA\$AR* is the Help facility. Help is available from the keyboard using F1 or the help key. It's also available by clicking the right mouse button. Requesting Help in some programs gives you either a brief explanation that doesn't tell you what you want to know or gives you pages and pages extracted from the manual. I'm sure any of you who have tried to use this kind of help find it much easier to just use the manual. *PHA\$AR*'s help facility can be used as a model for other programs. When you are entering data in any field and request help, you get a menu giving you the available options and you can use the cursor or mouse to select the option you want right out of that menu. For instance when you are entering expense category and you press the right mouse button, an option box opens and explains how to enter a category and also allows you to use the mouse or cursor to choose additional options. (See Fig.1). The keyboard may also be used to select the additional options and bypass the help box; the keystrokes to do this are also shown in the option box. Control-L lists income categories if income is being entered or expense categories if expense is being entered. This is the best HELP function I've seen in any ST application.

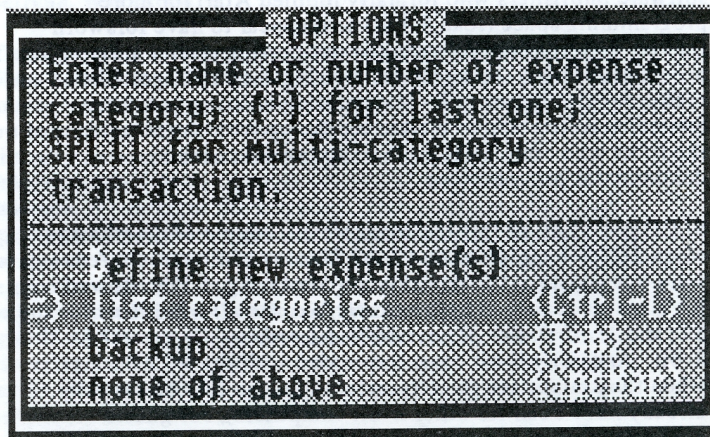


Fig. 1

Besides the HELP facility, **PHA\$AR** is a, don't laugh, "Friendly" program. Entering categories requires only enough information to uniquely identify the category. If you have categories for "car#a1" and "car#b2", and you had entered "car#b", "car#b2" will be chosen. If you enter only "car" a menu will drop down showing both categories and you can point to the correct one. There is a setup option that will always cause the first match to be chosen. That would be valuable if one category with common spellings was most often chosen. As you get used to your categories, you may want to refer to them by number. **PHA\$AR** allows some leeway in entering most data and error correction is handling is good. If you make a mistake during a series of entries, the TAB key takes you back one entry at a time so you can correct the mistake or remove the transaction before it is posted. I entered five checks including account, check#, payee, etc. and then TABBED back through all five checks. I then pressed the RETURN key to reinstate all five checks.

When reconciling checks, you have the option of getting the transactions by date, by check#, by account or by amount. Reports are available for account summaries and detail, check registers, transaction lists, month-by-month summaries, net worth statements, budget vs. actual (including graphs), tax estimating and loan analysis. Reports can be printed or viewed on the screen.

All programs have bugs, especially one this complex, but I sure haven't been able to find any. I'm impressed by how "solid" this program feels.

Ok! **PHA\$ER** is well written and is easy to use but will it do what you need? **PHA\$ER** allows up to 39 accounts, 29 income categories, 97 expense categories. It allows transferring between accounts and splitting checks or deposits to several different categories. The is a maximum of 500 transactions per month and the data is stored for calendar year. There is an automatic carryover to the next year for all uncompleted transactions such as uncleared checks. There is a limit of 10 characters for account/category names. One limitation I dislike is that transactions cannot be flagged as taxable. All tax considerations are based on categories rather than on transactions. It would be nice to flag individual transactions and include only these on selected reports. **PHA\$AR** does have these limitations but if these are within your needs, give **PHA\$AR** a try, it should do a good job for you. I'm going to use it!

--Steve Golden

MAX

There have been numerous reports that Max Headroom is lurking around the BBS's throughout the country while TV takes the summer off. I personally have seen reports on IBM Fido and OPUS boards that he is causing havoc with their hard disks. I have seen descriptions of things he has allegedly done on Citadel boards, and I have even heard the rumor that he has attached himself lovingly to an STadel board here locally.

Let me tell you that these are simply rumors, all of which have been unsubstantiated. In fact as evidenced by the picture below, yes it's true, Max is now working for The Original A.C.E. Newsletter, seeking out the bizarre and stranger than strange stories about A.C.E., Atari, and computing in general.



Stay Tuned!!!

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This issue was composed with SoftLogik's Publishing Partner version 1.01, in 9 point Times Roman. Clip art from Font Factory Clip-art disks #1 & #2, and A.C.E. Clip-art #1. It was proofed at Laser Digital Productions, on an Apple LaserWriter Plus, and printed at the Oakway Repro Depot.



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